Lunar Pool™

FCI™

Please read this instruction booklet to ensure proper handling of your new game; then save the booklet for future reference.

PRECAUTIONS

1. This is a high precision game. It should not be played or stored in places that are very hot or cold. Never hit it or drop it.
2. Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the game.
3. Do not clean with benzene, paint thinner, alcohol or other such solvents.

Official Nintendo Seal of Quality

LICENSED BY NINTENDO® FOR PLAY ON THE Nintendo ENTERTAINMENT SYSTEM®

Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

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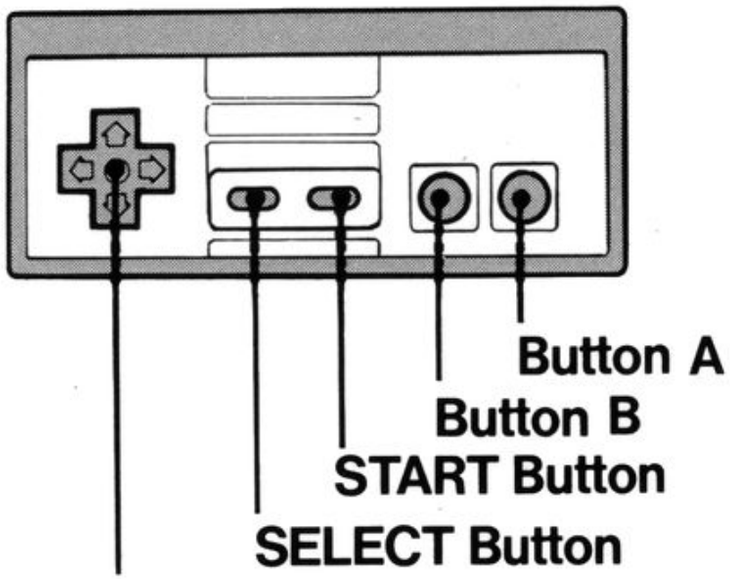
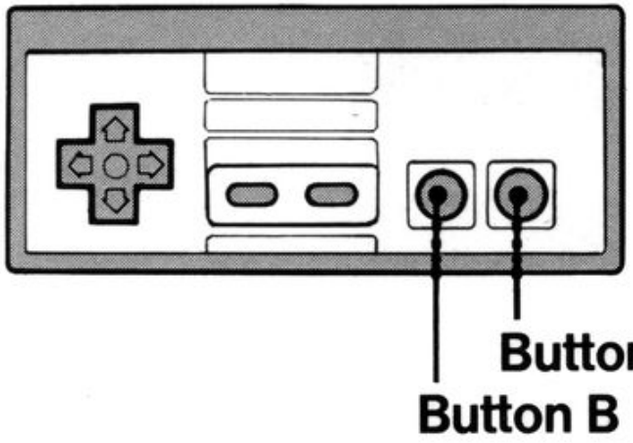
NAME OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

CONTROLLER 1

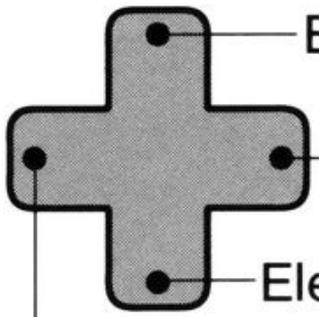


CONTROLLER 2



Use Controller 1 for 1 player games
Use Controller 1 and 2 for 2 player games

Button A
Button B] **hits the ball**



Electronic cue stick lengthens

Electronic cue stick rotates clockwise

Electronic cue stick shortens

Electronic cue stick rotates counterclockwise

Press the START button when the screen shows the game title to recall the game menu.

Press the RECALL button to choose the game you wish to play: 1-Player game, 2-Player game, and Game against the computer.

- Press ⬆ ⬇ in the game menu to choose a round you want to start.
- Press ⬅ ➡ to choose friction coefficients (FRICTION). FRICTION ranges from 00 to 255. The smaller the coefficient, the smoother and faster the balls roll. The standard coefficient is 32. When it is 00, the balls do not stop rolling at all.

GLOSSARY

- Cue ball ····· Ball that the player hits.
- Pool balls ····· Numbered balls that are shot into the pocket.
- Spare ball ····· Number of cue balls a player has. This is indicated as "Ball" on the game screen.
- Shot ····· If you fail to sink one pool ball into the pocket after three consecutive shots, you lose one spare ball. This is indicated by blue blinks on the screen.
- Rate ····· The rate of the game. If you sink pool balls consecutively. the rate increases.
- Friction ····· The smaller the number. the higher the speed. Surface smoothness ranges from 00-255.
- Power ····· Power increases when power lights light up. The speed of the cue ball is greatest when all power lights are blinking.

RULES

1. Start by hitting any pool ball pn the screen.
2. You are given three (3) spare balls to start. You lose one spare ball if 1] You drop a cue ball into a pocket or 2] if you fail to sink a pool ball after three (3) consecutive shots. You gain one spare ball everytime you clear one screen. You gain one more spare ball if you clear the screen without mishitting (a perfect game).
3. If a cue ball lands in the pocket, the game goes back to the previous shot.
4. In a two-player game and a game against the computer, players alternate turns.
5. The game is over when you lose all the spare balls.
6. When you sink a pool ball, you score (RATE) x (the number of the ball) x 10 points, and your rate increases by one point. (* If you also sink the cue ball, you do not gain points.)
7. When you sink two or more balls at one shot, your rate increases further. If you fail, your rate goes back to one (1).
8. When your rate increases 20, 25, 30, 35, or more, you gain a spare ball each time.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

-Reorient the receiving antena

-Relocate the NES with respect to the receiver

-Move the NES away from the receiver

-Plug the NES into a different outlet so computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/ television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV interference problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, stock No.004-000-00345-4,

90-Day Limited Warranty F.C.I. Game Paks

90-Day Limited Warranty;

Fujisankei Communications International, Inc. (F.C.I.) warrants to the original consumer purchaser that this FCI Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If defect covered by this warranty occurs during this 90-day warranty period, FCI will repair or replace the PAK, at its option, free of charge.

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1. DO NOT return your defectice Game Pak to the retailer.
2. Notify the FCI Consumer Service Department of the problem requiring warranty service by calling: Outside New York State (800) 255-1431 or inside New York State
   (212) 753-1911. Our Consumer service Department is in operation from 9:30 A.M. to 5:30 P.M. Eastern Time, Monday through Friday.

3. If the FCI service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number, Simply record this number on the outside packing of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similiar proof-of-purchase within the 90-day warranty period to:

Fujisankei Communications International, Inc.
645 Fifth Ave. 18 th Floor, New York, N.Y. 10022

This warranty shall not apply If the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other unrelated causes to defective materials or workmanship.

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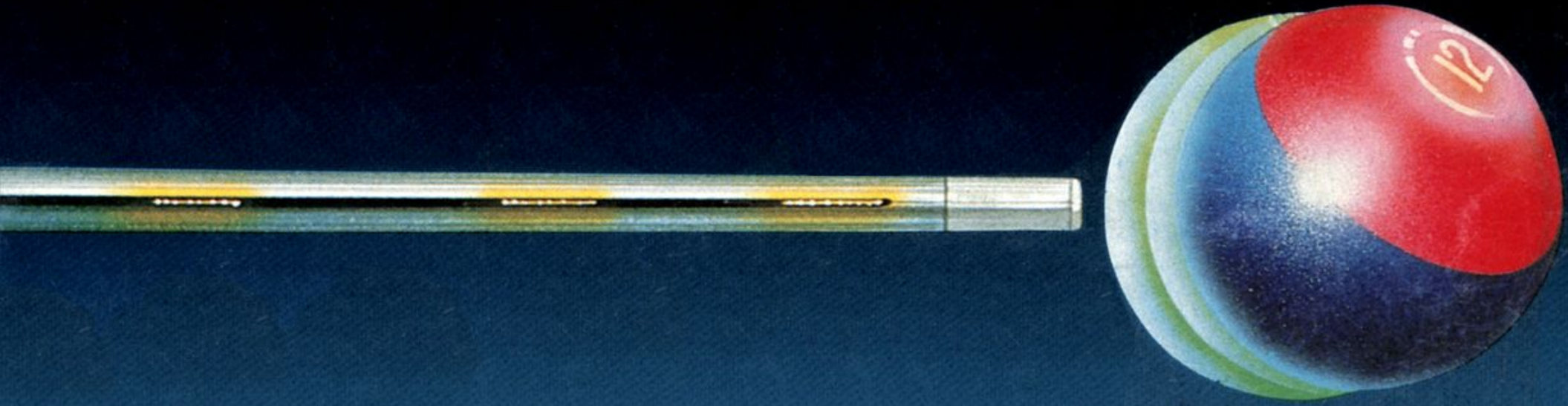

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